Escape a collapsing temple and learn about Agile team dynamics
Your Guide: Martin Heider

Agile Trainer, Consultant & Coach
Community Gardener & Initiator
e.g. Play4Agile, Agile Coach Camp,
Coach Reflection Day, etc.

based in Nuremberg, Germany

Twitter: @martinheider
Email: mh@infomar.de
Inspiration

Play4Agile & Malte Sussdorf
Session Goal

Experience, observe & reflect
Team dynamics
Take away Workshop format for 1 or several teams.

Further insights that I can't promise.
Escape the cursed temple.
You have 10 minutes.
Work as a team.
You all survive or die!

Here are the rules:
Can be played with 1 - 5 players

- figures
- tokens
- dices
Gem depot
The dices

Adventurer
For moving from chamber to chamber and for discovering new chambers.
The dices

Adventurer
For moving from chamber to chamber and for discovering new chambers.

Torch & key
For entering chambers and for activating the magic gems.
The dices

**Adventurer**
For moving from chamber to chamber and for discovering new chambers.

**Torch & key**
For entering chambers and for activating the magic gems.

**Black mask**
Curses a dice. This dice is then blocked.
The dices

**Adventurer**
For moving from chamber to chamber and for discovering new chambers.

**Torch & key**
For entering chambers and for activating the magic gems.

**Black mask**
Curses a dice. This dice is then blocked.

**Golden mask**
Breaks the spell of up to 2 cursed dices of yours or team members in the same chamber.
There are 5 kinds of actions:

1. Opening a new chamber
2. Entering a chamber
3. Activating magic gems
4. Escaping the temple
5. Provoking a turn of fate
1. Open temple chambers

The red player rolled 2 runners and may open the new chamber. The new chamber can be placed in one of those 3 ways.

Stairway entrance
The chambers entryway. The stairway must connect to the temple.

New chamber from the draw pile.
2. Enter temple chambers

Dice icons with a red frame

Those icons need to be rolled in order to enter this chamber.
3. Activate magic gems

Roll the indicated number of dice icons to activate the magic gems.

7 keys altogether
4. Use the exit chamber to escape

Roll as many 🔴 as the number of gems left in the depot + 1.

Give one dice to anyone left in the temple.
5. Turn of fate

If too many dices should be cursed, then transferring one of the separate gems into the depot will break all the spells.

This can be done twice only and will make escaping more difficult.
The dice

- **Adventurer**
  For moving from chamber to chamber and for discovering new chambers.

- **Torch & key**
  For entering chambers and for activating the magic gems.

- **Black mask**
  Curses a dice. This dice is then blocked.

- **Golden mask**
  Breaks the spell of up to 2 cursed dice of yours or team members in the same chamber.

1. **Action: Open temple chambers**

   - **Stairway entrance**
     The chambers entryway. The stairway must connect to the temple.

   - **New chamber from the draw pile.**
     The red player rolled 2 runners and may open the new chamber. The new chamber can be placed in one of those 3 ways.

2. **Action: Enter temple chambers**

   - **Dice icons with a red frame**
     Those icons need to be rolled in order to enter this chamber.

3. **Action: Activate magic gem icons**

   - **Roll the indicated number of dice icons to activate the magic gems.**
     - **Golden icon**
     - **Black icon**
     - **7 keys altogether**

4. **Action: Use the exit chamber to escape**

   - **Roll as many ** as the number of gems left in the depot + 1.
   - **Give one dice to anyone left in the temple.**

5. **Action: Turn of fate**

   - **If too many dice should be cursed, then transferring one of the separate gems into the depot will break all the spells.**
   - **This can be done twice only and will make escaping more difficult.**
Round 1

Team Players

- How many gems have been used?
- How many chambers have been opened?
- What is being said?
- What groupings on the board do you notice?
- Which communication channels are used?
- Who is leading? Why?

Observers

- BOSS?
Round 1
Reflection

Who escaped/delivered?

How do the burndown charts look like?

How was it for the players?

What did the observers notice?

What strategy did the team use?

Suggestions for improvement? (team/observer)
Round 2

Team Players

How many **gems** have been used?
How many **chambers** have been opened?

What is being said?

What groupings on the board do you notice?

Which communication channels are used?

Observers

Who is leading? Why?
Round 2
Reflection

Who escaped/delivered?
How do the burndown charts look like?
How was it for the players?

What did the observers notice?
What strategy did the team use?
Suggestions for improvement? (team/observer)
Meta-Reflection

What were Your learnings?
Meta-Reflection

How to apply on your teams?

- Liftoffs
- Scrum Trainings (Metaphors)
- Team dynamics
- Retrospectives
- Multi Team Collaboration
Your Guide: Martin Heider
Agile Trainer, Consultant & Coach
Community Gardener & Initiator
e.g. Play4Agile, Agile Coach Camp,
Coach Reflection Day, etc.

based in Nuremberg, Germany

Twitter: @martinheider
Email: mh@infomar.de
Presentation design: Aneta Radon Illustration
www.anetaradon.com